

EmuMovies

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NINTENDO DS™

Harry Potter

AND THE
GOBLET OF FIRE™



INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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Nintendo

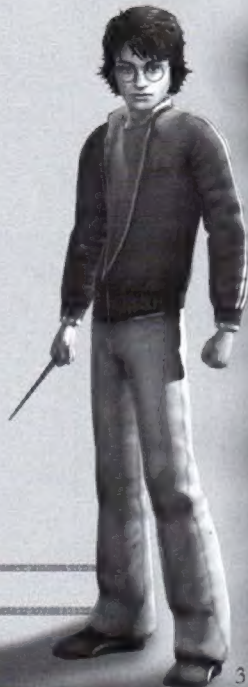
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STARTING THE GAME

NINTENDO® DS

1. Turn OFF the Power Button on your Nintendo® DS system. Never insert or remove a Game Card when the power is ON.
2. Insert the *Harry Potter and the Goblet of Fire* Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button. The Legal screen appears.
4. When the Title screen appears, press **START** or touch the Touch Screen to advance to the Main menu.

INTRODUCTION

Experience the magical world of *Harry Potter and the Goblet of Fire* as Harry, Ron and Hermione, in their most thrilling adventure yet. Take control of the trio on a journey from the Quidditch World Cup to the exhilarating tasks of the Triwizard Tournament and beyond. Master amazing spells and team up to produce powerful combined magic, as you explore exciting locations from the movie. Cast spells using your stylus to battle fantastic magical creatures and duel against other wizards in exciting two-player encounters.

Track down collector's cards to boost your abilities and practice your Defense Against the Dark Arts skills with Professor Moody, because you'll need to master quite a bit of magic to prepare for the ultimate confrontation – a battle with Lord Voldemort himself!



COMPLETE CONTROLS

MENU CONTROLS

Menus can be navigated using either Button or Touch Screen controls. Wherever Button menu controls are listed in the manual, you can use the equivalent Touch Screen controls instead.

ACTION	CONTROL	TOUCH SCREEN CONTROL
Highlight option	⬆Control Pad ⬇/⬆	Touch option
Confirm/Advance	A Button	Touch highlighted option/tick icon
Cancel/Back	B Button	Touch back arrow icon

GENERAL GAMEPLAY

ACTION	CONTROL
Move character	⬆Control Pad ⬇/⬆
Call for help	L Button or tap character icons on Touch Screen
Pause game/Access in-game Options	START
Cast shot spell	Press the A Button
Cast stream spell	Press and hold the B Button

SETTING UP THE GAME

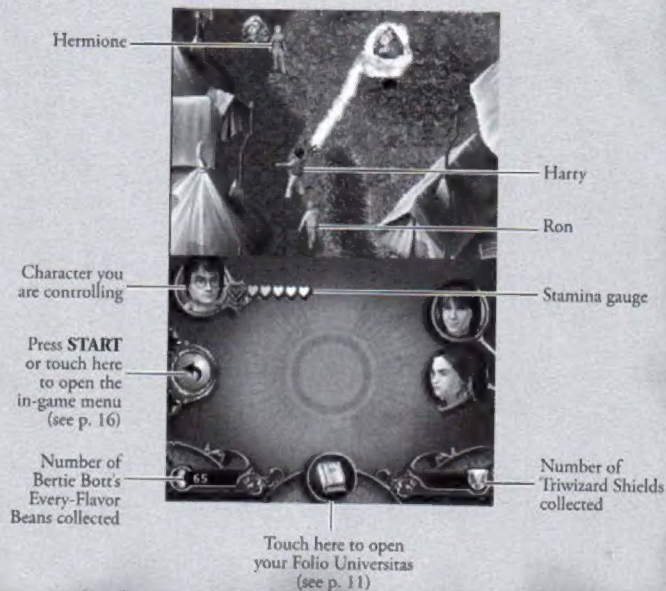
Follow these steps to start your adventure:

1. Select SINGLE PLAYER from the Main menu; then select ADVENTURE from the Single Player menu.

Wizard Tip: You can also access exciting Nintendo DS-exclusive extra games from the Single Player menu by choosing CARE OF MAGICAL CREATURES or MINI-GAMES (see *Other Game Modes* on p. 17).

2. Choose a level from the Pensieve and press the A Button to confirm. When you start, only the first level – Quidditch World Cup Campsite – is available.
- Every level is full of collectible items for you to discover; the number of collector's cards (see p. 10) and Triwizard Shields (see p. 13) you have discovered on the selected level are displayed at the bottom of the screen.
3. The Character Selection screen appears. Choose a character to start the level by pressing the **+**Control Pad **↔** to highlight Harry, Ron or Hermione, and press the A Button to view their abilities.
- Each character has his or her own strengths: Harry casts the strongest spells, Ron is quickest and Hermione has the highest defense. The strength of the character you choose boosts that ability for all three friends during the level.
4. Press the A Button again to confirm your selection and begin your game.

BEGINNING YOUR ADVENTURE



Whether you choose to play as Harry, Ron or Hermione, your two friends will join you in your adventure as you prepare for the Triwizard Tournament.

Wizard Tip: Whichever character you choose, you can call your two friends to help you at any time by pressing the **L** Button or touching the character icons on the Touch Screen.

- Because Harry is the only one of the three chosen as a Triwizard champion by the Goblet of Fire, he must face the Triwizard Tournament tasks alone.

CASTING SPELLS

As young wizards-in-training, Harry, Ron and Hermione use magic to help them explore. By casting spells, the friends can overcome creatures in Magical Encounters, solve puzzles, uncover secrets and much more. As their adventure progresses, they learn new spells, enabling them to interact even more with the magical world.

Press the A Button to cast a shot spell. Shot spells cast short, instant bursts of magic in the direction you are facing.

- At the start of the adventure you learn to cast **Confundus** (causes confusion in creatures), **Ventus** (fires a gust of wind that pushes objects) and **Alohomora** (opens chests).

Press and hold the B Button to cast a stream spell. Stream spells cast a sustained stream of magic, which you can move by pressing the **+**Control Pad.

- You begin with **Wingardium Leviosa** (levitates objects and creatures).

Wizard Tip: If one character can't move an object using Wingardium Leviosa, try calling for help by pressing the **L** Button – the friends' combined spells can move bigger and heavier objects.

MAGICAL ENCOUNTERS

From Bowtruckles to Blast-Ended Skrewts, you'll encounter all kinds of unusual beasts as you explore – many of which are distinctly unfriendly! Be ready to target beasts with a quick shot or stream spell before they have a chance to attack.

- Creatures can be defeated in different ways using spells and objects – your companions may give you tips about the creatures' weak points.
- Sometimes dispatching all of the creatures in an area unlocks doors or removes barriers, allowing you to progress.
- Overcoming a creature may unlock a card on the Weasleys' Wares screen (see *Collector's Cards* on p. 10).

3D MAGICAL ENCOUNTERS

Are you prepared for a clash with a ferocious magical creature? Whenever Harry, Ron and Hermione bump into certain beasts, there's a chance that the battle could switch to an exciting 3D Magical Encounter:

- You attack first: use the stylus to choose an attack style on the Touch Screen – can you master the different styles of magic?
- When the creature attacks you, use the stylus to create a defensive shield – practice makes perfect!



STAMINA

Aggressive beasts can quickly deplete Stamina, but they're not the only danger – the magical world is full of hazards that can injure the unwary. All three friends share the same Stamina bar, so if the character you're controlling is hurt, the group as a whole loses Stamina.

- Keep an eye on the Stamina bar on the Touch Screen. If it runs out, the character you're controlling will faint and you'll need to replay from the last autosave point.
- Refill the Stamina bar by collecting Chocolate Frogs – catch one of these hopping wizard sweets to replenish one heart.

COLLECTOR'S CARDS

Some of these magical cards detail the creatures and characters you encounter, while others can give you new or improved abilities. Whatever their powers, discovering all of the collector's cards to fill your Folio Universitas is challenging and fun.


- You start your game with some collector's cards already in your Folio Universitas: Confundus, Wingardium Leviosa, Ventus and Alohomora. As you explore, you can collect more – some are easy to find, but tracking others down will be a real challenge!
- Collector's cards are acquired in different ways: some can be found and others are awarded for completing certain tasks.
- Some collector's cards can be bought on the Weasleys' Wares screen (see p. 12), but you must unlock them first. Cards are unlocked in different ways: for example, defeating a creature may unlock its respective card. Can you discover how to unlock them all?

There are many different types of cards:

- Creature Cards** Creature Cards give you an advantage against certain creatures in Magical Encounters (but not in 3D Magical Encounters).
- Spell Booster Cards** Finding these collector's cards increases the effectiveness of your spell casts.
- House Booster Cards** These amazing cards boost your characters' abilities as a group. They are only available on the Weasleys' Wares screen.
- Complement Cards** Track down these cards, depicting characters and elements from the game, to complete your Folio Universitas.

FOLIO UNIVERSITAS

Your collector's cards are stored in the Folio Universitas, handily arranged according to the level on which you found them.

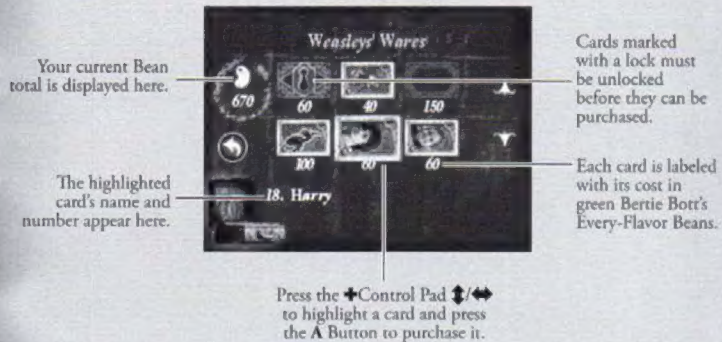
- To view your Folio Universitas, press **START** to pause the game and then select FOLIO UNIVERSITAS from the pause menu or touch the Folio Universitas icon on the Touch Screen. You can also access it from the Main menu.
- Press the **+Control Pad**  to move through the cards on each page of the album. Press the **L Button** and **R Button** to move between pages.
- When you have highlighted a card, press the **A Button** to view it. Press the **R Button** to read the back of the card. Press the **B Button** to return to the front of the card. Press the **B Button** again to return to the album page.

Wizard Tip: If there are some blank spaces on a page of your Folio Universitas, try replaying that level to discover the missing collector's cards.

THE WEASLEYS' WARES SCREEN

You can buy unlocked cards from Fred and George – if you've collected enough green Bertie Bott's Every-Flavor Beans to pay for them!

- To visit Fred and George, press **START** to pause the game and then select **WEASLEYS' WARES** from the pause menu.



COLLECTIBLE ITEMS

As you'd expect, the magical world is full of unusual objects:

Triwizard Shields

Track your progress and unlock bonuses by collecting these emblems of the Triwizard Tournament. Can you find them all?

Wizard Tip: As you scroll through the levels at the level select screen, you can see how many Triwizard Shields are hidden on each one. If you haven't found all the Shields on a level, why not replay it and track down the rest?

Bertie Bott's Every-Flavor Beans

These popular wizard sweets come in different varieties:

Green Beans

These are used to purchase cards on the Weasleys' Wares screen (see p. 12).

Silver Beans

Give you temporary protection from Stamina damage.

Chocolate Frogs

Catch one of these jumping sweets to refill one heart of your Stamina bar.



TRIWIZARD TOURNAMENT TASKS

Guide Harry as he faces the perils of the Triwizard Tournament. Can you help him succeed in the three tasks to earn the prestigious Triwizard Cup?

First Task

Harry's broomstick skills are put to the test as he dodges a ferocious Hungarian Horntail dragon to retrieve the golden egg it guards.

- Press the **+**Control Pad to steer. Press the **B** Button to dodge obstacles with a spin.

Second Task

Braving the depths of the Black Lake, Harry must find Ron in the underwater ruins and caves, facing the fierce Grindylows that block his path.

- Press the **+** Control Pad to swim. Press the **B** Button to speed up. Press the **A** Button to cast Incendio to stun Grindylows and break through doors.

Third Task

The final task is a race through an enchanted maze full of puzzles and dangerous beasts, with one aim: to be first to reach the Triwizard Cup at its center.

- The third task calls on all of Harry's magical skills. Press the **A Button** and **B Button** to cast stream and shot spells to confront the terrifying challenges he faces!



YULE BALL

Thrown in honor of the visitors from Durmstrang and Beauxbatons, the Yule Ball is a chance for Harry, Ron and Hermione to show off their dancing skills. You'll need great timing and rhythm to help them impress the crowd on the dance floor.



Crowd's rating of
your last move

Timing indicator

Upcoming MOVIES

- Press the Buttons that match the symbols scrolling across the screen to make some great moves.
- Press each Button as its symbol reaches the timing indicator in the center of the screen, or you'll miss that move.
- Time your presses perfectly to get an Excellent or Good rating; show bad timing and you'll be rated Terrible, Truly Awful or even get a Miss!
- A final Ranking sums up your performance and gives you a grade from A to F.

Wizard Tip: Get a high Ranking to unlock new levels of difficulty and music.

IN-GAME MENU

Press **START** to take a break from your adventure at any time and access the in-game options:

- RESUME** Return to the action.
- FOLIO UNIVERSITAS** View your collector's cards in the Folio Universitas (see p. 11).
- OPTIONS** Turn Music and SFX **ON** or **OFF** or select a **LIGHT** level to adjust the screen brightness.
- You can also select **OPTIONS** from the Main menu to access the Options menu.
- WEASLEYS' WARES** Visit the Weasleys' Wares screen to purchase unlocked collector's cards (see p. 12).
- QUIT** Quit the game and return to the save/load screen (see p. 19).

OTHER GAME MODES

SINGLE PLAYER EXTRAS

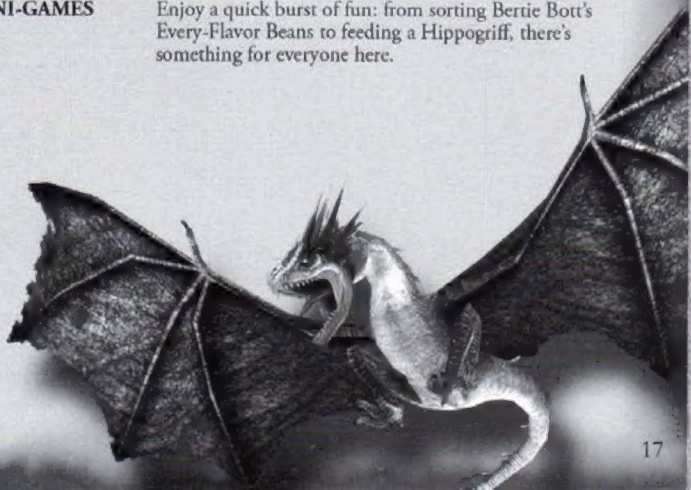
Harry Potter and the Goblet of Fire features some exclusive Nintendo DS-only games. Take your pick at the Single Player screen:

CARE OF MAGICAL CREATURES Can you care for a most unusual pet? Experiment to discover the secrets of successful Niffler nurturing!

Wizard Tip: To call your Niffler, use the whistle by blowing on the microphone.

MINI-GAMES

Enjoy a quick burst of fun: from sorting Bertie Bott's Every-Flavor Beans to feeding a Hippogriff, there's something for everyone here.



MULTIPLAYER GAMING

Challenge a friend to compete at the Dueling Club or compare Niffles using DS Wireless Communications. Your friend must also have a *Harry Potter and the Goblet of Fire* Game Card.

To start a Multiplayer game, follow these steps:

1. Select MULTIPLAYER from the Main menu. The multiplayer game screen appears.
2. Choose JOIN GAME or CREATE GAME:
 - To join an existing game, press the **+**Control Pad **↓** to select an available game and press the **A** Button to confirm.
 - To create a new game, press the **+**Control Pad **↓** to select a game type from CARE OF MAGICAL CREATURES or DUELING CLUB. Once your friend has joined your game, follow the onscreen instructions to begin.

SAVING AND LOADING

Once you've selected a save Slot at the start of the game, your progress is saved automatically to that Slot at certain points in the game.

- To start a new game, select QUIT from the Pause menu, then highlight a Slot from the save/load screen. Press **SELECT** to start a new game in an empty Slot.

Note: If you highlight an existing game and press **SELECT**, the game currently saved in that Slot will be lost.

- To load an existing game, highlight a save Slot and press the **A** Button to continue. Details of the game saved in each Slot appear when you highlight it.



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Online: <http://warrantyinfo.ea.com>

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Telephone Support Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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